

AMAZON TEAMS (v1.3)

<u>Qty</u>	<u>Position</u>	<u>Cost</u>	<u>MA</u>	<u>ST</u>	<u>AG</u>	<u>AV</u>	<u>Skills</u>
0-12	Linewoman	50K	6	3	3	7	Dodge
0-2	Catcher	70K	6	3	3	7	Dodge, Catch
0-2	Thrower	70K	6	3	3	7	Dodge, Pass
0-4	Blitzer	90K	6	3	3	7	Dodge, Block

0-1 of the following Star Players: Thrud (100K), Zara the Slayer (300K)

AMAZON TEAM IMPROVEMENT TABLE

<u>Position</u>	<u>General</u>	<u>Agility</u>	<u>Strength</u>	<u>Passing</u>	<u>Physical</u>
Linewoman	Y	N	N	N	N
Catcher	Y	Y	N	N	N
Thrower	Y	N	N	Y	N
Blitzer	Y	N	Y	N	N

AMAZON TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 40,000 gold pieces each.

CHAOS TEAMS (v1.3)

<u>Qty</u>	<u>Position</u>	<u>Cost</u>	<u>MA</u>	<u>ST</u>	<u>AG</u>	<u>AV</u>	<u>Skills</u>
0-12	Chaos Beastmen	60K	6	3	3	8	Horns
0-4	Chaos Warriors	100K	5	4	3	9	None
0-1	Minotaur	110K	5	5	2	8	Always Hungry, Big Guy, Frenzy, Horns, Mighty Blow, Thick Skull, Throw Team-mate, Wild Animal

0-1 of the following Star Players: Grashnak Blackhoof (380K), Lord Borak the Despoiler (270K), Morg'n'Thorg (490K), Nobbla Blackwart (50K), Ripper Bolgrot (290K), Scraappa Sorehead (50K), Thrud (100K)

CHAOS TEAM IMPROVEMENT TABLE

<u>Position</u>	<u>General</u>	<u>Agility</u>	<u>Strength</u>	<u>Passing</u>	<u>Physical</u>
Beastmen	Y	N	Y	N	Y
Warrior	Y	N	Y	N	Y
Minotaur	N	N	Y	N	Y

CHAOS TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 70,000 gold pieces each

CHAOS DWARF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Hobgoblin	40K	6	3	3	7	None
0-6	Chaos Dwarf Blocker	70K	4	3	2	9	Block, Tackle, Thick Skull
0-1	Chaos Dwarf Gunner	50K	4	3	2	9	Sure Hands, Hail Mary Pass, Secret Weapon, Tackle, Thick Skull
0-2	Bull Centaur	130K	6	4	2	9	Sprint, Sure Feet, Thick Skull
0-1	Minotaur	110K	5	5	2	8	Always Hungry, Big Guy, Frenzy, Horns, Mighty Blow, Thick Skull, Throw Team-mate, Wild Animal

0-1 of the following Star Players: Grashnak Blackhoof (380K), Hthark the Unstoppable (360K), Thrud (100K)

CHAOS DWARF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Hobgoblin	Y	N	N	N	N
Blocker	Y	N	Y	N	N
Bull Centaur	N	N	Y	N	N
Minotaur	N	N	Y	N	Y

Gunner may not improve

CHAOS DWARF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

DARK ELF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	70K	6	3	4	8	None
0-2	Throwers	90K	6	3	4	8	Pass
0-4	Blitzers	100K	7	3	4	8	Block
0-2	Witch Elves	110K	7	3	4	7	Dodge, Frenzy, Jump Up
0-1 of the following Star Players: Horkon Heartripper (80K), Thrud (100K)							

DARK ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	Y	N	N	N
Thrower	Y	Y	N	Y	N
Blitzer	Y	Y	N	N	N
Witch Elf	Y	Y	N	N	N

DARK ELF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

DWARF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Long Beards	70K	4	3	2	9	Block, Tackle, Thick Skull
0-2	Runners	80K	6	3	3	8	Sure Hands, Thick Skull
0-2	Blitzers	80K	5	3	3	9	Block, Thick Skull
0-2	Troll Slayers	90K	5	3	2	8	Block, Frenzy, Dauntless, Thick Skull
0-1	Beardtrimmer	50K	5	3	2	8	Block, Chainsaw, No Hands, Secret Weapon, Thick Skull
0-1	Bombardier	50K	4	3	2	9	Accurate, Block, Bombardier, Secret Weapon, No Hands, Thick Skull
0-1	Deathroller	180K	4	7	1	10	Break Tackle, Dirty Player, Mighty Blow, No Hands, Secret Weapon, Stand Firm

0-1 of the following Star Players: Barik Farblast (70K), Grim Ironjaw (240K)

DWARF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Long Beard	Y	N	Y	N	N
Runner	Y	N	N	Y	N
Blitzer	Y	N	Y	N	N
Troll Slayer	Y	N	Y	N	N

Beardtrimmer, Bombardier and Deathroller may not improve.

DWARF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 40,000 gold pieces each

ELF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
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0-12	Linemen	60K	6	3	4	7	None
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0-2	Throwers	70K	6	3	4	7	Pass
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0-4	Catchers	100K	8	3	4	7	Catch, Nerves Of Steel
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0-2	Blitzers	110K	7	3	4	8	Block, Side Step
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0-1 of the following Star Players: Jordell Freshbreeze (250K), Prince Moranion (210K), Thrud (100K)

ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
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Lineman	Y	Y	N	N	N
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Catcher	Y	Y	N	N	N
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Thrower	Y	Y	N	Y	N
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Blitzer	Y	Y	N	N	N
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ELF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

GOBLIN TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-16	Goblins	40K	6	2	3	7	Dodge, Right Stuff, Stunty
0-1	Bombardier	30K	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty
0-1	Pogoer	40K	7	2	3	7	Dodge, Leap, Secret Weapon, Sprint, Stunty
0-1	Looney	30K	6	2	3	7	Chainsaw, No Hands, Secret Weapon, Stunty
0-1	Fanatic	60K	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty
0-2	Trolls	100K	4	5	1	9	Always Hungry, Big Guy, Mighty Blow, Really Stupid, Regenerate, Throw Team-mate

0-1 of the following Star Players: Bomber Dribblesnot (50K), Fungus the Loon (80K), Morg'n'Thorg (980K), Nobbla Blackwart (50K), Ripper Bolgrot (290K), Scrappa Sorehead (50K), Thrud (200K), Varag Ghoul-Chewer (500K)

GOBLIN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Goblins	N	Y	N	N	N
Troll	N	N	Y	N	N

Bombardier, Pogoer, Looney & Fanatic players may not improve.

GOBLIN TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each. It costs double to hire Star Players that are not Goblins or Trolls to play for a Goblin team (included in costs above).

HALFLING TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-16	Halflings	30K	5	2	3	6	Dodge, Right Stuff, Stunty
0-2	Treemen	110K	2	6	1	10	Big Guy, Mighty Blow, Stand Firm, Take Root, Thick Skull, Throw Team-mate

0-1 of the following Star Players: Deeproot Strongbranch (280K) Thrud (200K)

HALFLING TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Halfling	N	Y	N	N	N
Treemen	N	N	Y	N	N

HALFLING TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each. It costs double to hire Star Players that are not Halflings or Treemen to play for a Halfling team (included in costs above). Halfling teams may hire a Halfling Master Chef for 150,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the Halfling team. For each dice that rolls 2 or more, the Halfling team is so inspired that they gain a Team Re-roll, and in addition the opposing team is so distracted by the fantastic cooking smells emanating from the Halfling's dug-out that they lose a Team Re-roll if they have any left to lose. <<<Note the Chef no longer replaces the Wizard>>>

HIGH ELF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	70K	6	3	4	8	None
0-2	Phoenix Warriors	80K	6	3	4	8	Pass
0-4	Lion Warriors	90K	8	3	4	7	Catch
0-2	Dragon Warriors	100K	7	3	4	8	Block

0-1 of the following Star Players: Prince Moranion (210K), Thrud (100K)

HIGH ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	Y	N	N	N
Phoenix Warrior	Y	Y	N	Y	N
Lion Warrior	Y	Y	N	N	N
Dragon Warrior	Y	Y	N	N	N

HIGH ELF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

HUMAN TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	6	3	3	8	None
0-4	Catchers	70K	8	2	3	7	Catch, Dodge
0-2	Throwers	70K	6	3	3	8	Pass, Sure Hands
0-4	Blitzers	90K	7	3	3	8	Block
0-1	Ogre	120K	5	5	2	9	Big Guy, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate

0-1 of the following Star Players: Count Luthor von Drakenborg (360K), Griff Oberwald (400K), Mighty Zug (200K), Morg'n'Thorg (490K)Thrud (100K)

HUMAN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	N	N	N	N
Catcher	Y	Y	N	N	N
Thrower	Y	N	N	Y	N
Blitzer	Y	N	Y	N	N
Ogre	N	N	Y	N	N

HUMAN TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

KHEMRI TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skeletons	30K	5	3	2	7	Regenerate
0-2	Blitz-Ra	90K	6	3	2	8	Block, Regenerate
0-2	Thro-Ra	70K	5	3	2	7	Pass, Regenerate, Sure Hands
0-4	Mummies	110K	3	5	1	9	Mighty Blow, Regenerate

0-1 of the following Star Players: Ramtut III (380K), Thrud (100K)

KHEMRI TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Skeleton	Y	N	N	N	N
Blitz-Ra	Y	N	Y	N	N
Thro-Ra	Y	N	N	Y	N
Mummy	N	N	Y	N	N

KHEMRI TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 70,000 gold pieces each. May not use Apothecaries. <<<Note the team MAY now use a Wizard>>>

LIZARDMEN TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skink	60K	8	2	3	7	Dodge, Stunty
0-6	Saurus	80K	6	4	1	9	None
0-1	Kroxigor	130K	6	5	1	9	Big Guy, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull

0-1 of the following Star Players: Silibili (260K), Thrud (100K)

LIZARDMEN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Skink	N	Y	N	N	N
Saurus	Y	N	Y	N	N
Kroxigor	N	N	Y	N	N

LIZARDMEN TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each

NECROMANTIC TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Zombies	30K	4	3	2	8	Regenerate
0-2	Ghouls	70K	7	3	3	7	Dodge
0-2	Wights	90K	6	3	3	8	Block, Regenerate
0-2	Flesh Golems	120K	4	4	2	9	Regenerate, Stand Firm, Thick Skull
0-2	Werewolves	120K	8	3	3	8	Catch, Claws, Frenzy

0-1 of the following Star Players: Count Luthor von Drakenborg (360K), Ramtut III (380K), Thrud (100K)

NECROMANTIC TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Flesh Golem	Y	N	Y	N	N
Werewolf	Y	Y	N	N	N

NECROMANTIC TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 70,000 gold pieces each. Necromantic teams may not use Apothecaries. If a player on the opposing team is killed during the match then the Necromantic team may place a new zombie player in the reserves box of their dug-out. No more than one new zombie may be 'raised from the dead' per match. <<<Note the team MAY now use a Wizard>>>

NORSE TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	6	3	3	7	Block
0-2	Thrower	70K	6	3	3	7	Block, Pass
0-2	Catcher	70K	6	3	3	7	Block, Catch
0-4	Blitzer	90K	6	3	3	7	Block, Jump Up, Frenzy
0-1	Minotaur	110K	5	5	2	8	Always Hungry, Big Guy, Frenzy, Horns, Mighty Blow, Thick Skull, Throw Team-mate, Wild Animal

0-1 of the following Star Players: Grashnak Blackhoof (380K), Morg'n'Thorg (490K)Thrud (100K)

NORSE TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	N	N	N	N
Catcher	Y	Y	N	N	N
Thrower	Y	N	N	Y	N
Blitzer	Y	N	Y	N	N
Ogre	N	N	Y	N	N

NORSE TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each

NURGLE TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-16	Beastmen	60K	6	3	3	8	Horns
0-4	Rotters	110K	4	4	2	9	Foul Appearance, Regenerate
0-1	Beast of Nurgle	120K	4	5	1	9	Big Guy, Foul Appearance, Mighty Blow, Really Stupid, Regenerate, Tentacles

0-1 of the following Star Players: Grashnak Blackhoof (380K), Lord Borak the Despoiler (270K), Morg'n'Thorg (490K), Ripper Bolgrot (290K), Thrud (100K)

NURGLE TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Beastman	Y	N	Y	N	Y
Rotter	Y	N	Y	N	Y
Beast	N	N	Y	N	Y

NURGLE TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 70,000 gold pieces each. Nurgle teams may not use Apothecaries. If a player is blocked or fouled by a Beast of Nurgle and killed, then he is crossed off the opposing team roster as normal, but the Nurgle team may add a new Rotter to their roster for free after the game.

ORC TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	5	3	3	9	None
0-4	Goblins	40K	6	2	3	7	Dodge, Right Stuff, Stunty
0-2	Throwers	70K	5	3	3	8	Pass, Sure Hands
0-4	Black Orc Blockers	80K	4	4	2	9	None
0-4	Blitzers	80K	6	3	3	9	Block
0-1	Trolls	100K	4	5	1	9	Always Hungry, Big Guy, Mighty Blow, Really Stupid, Regenerate, Throw Team-mate

0-1 of the following Star Players: Bomber Dribblesnot (50K), Fungus the Loon (80K), Morg'n'Thorg (490K), Nobbla Blackwort (50K), Ripper Bolgrot (290K), Scrappa Sorehead (50K), Thrud (100K), Urgoth Bolgrot (50K), Varag Ghoul-Chewer (250K)

ORC TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	N	N	N	N
Goblin	N	Y	N	N	N
Thrower	Y	N	N	Y	N
Blocker	Y	N	Y	N	N
Blitzer	Y	N	Y	N	N
Troll	N	N	Y	N	N

ORC TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each.

SKAVEN TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	7	3	3	7	None
0-2	Throwers	70K	7	3	3	7	Pass, Sure Hands
0-4	Gutter Runners	80K	9	2	4	7	Dodge
0-2	Storm Vermin	90K	7	3	3	8	Block
0-1	Rat Ogre	130K	6	5	3	8	Big Guy, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal

0-1 of the following Star Players: Hakflem Skuttlespike (250K), Headsplitter (340K), Thrud (100K)

SKAVEN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	N	N	N	Y
Gutter Runner	Y	Y	N	N	Y
Thrower	Y	N	N	Y	Y
Storm Vermin	Y	N	Y	N	Y
Rat Ogre	N	N	Y	N	Y

SKAVEN TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 60,000 gold pieces each

UNDEAD TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skeletons	30K	5	3	2	7	Regenerate
0-12	Zombies	30K	4	3	2	8	Regenerate
0-4	Ghouls	70K	7	3	3	7	Dodge
0-2	Wights	90K	6	3	3	8	Block, Regenerate
0-2	Mummies	110K	3	5	1	9	Mighty Blow, Regenerate

0-1 of the following Star Players: Count Luthor von Drakenborg (360K), Ramtut III (380K), Thrud (100K)

UNDEAD TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Mummy	N	N	Y	N	N

UNDEAD TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 70,000 gold pieces each. Undead teams may not use Apothecaries. If a player on the opposing team is killed during the match then the Undead team may place a new zombie player in the reserves box of their dug-out. No more than one new zombie may be 'raised from the dead' per match. <<<Note the team MAY now use a Wizard>>>

WOOD ELF TEAMS (v1.3)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	70K	7	3	4	7	None
0-4	Catchers	90K	9	2	4	7	Catch, Dodge
0-2	Throwers	90K	7	3	4	7	Pass
0-2	Wardancers	120K	8	3	4	7	Block, Dodge, Leap
0-1 of the following Star Players: Deeproot Strongbranch (280K), Jordell Freshbreeze (250K), Thrud (100K)							

WOOD ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing	Physical
Lineman	Y	Y	N	N	N
Catcher	Y	Y	N	N	N
Thrower	Y	Y	N	Y	N
Wardancer	Y	Y	N	N	N
Treeman	N	N	Y	N	N

WOOD ELF TEAM RE-ROLLS & SPECIAL RULES

Re-roll counter: 50,000 gold pieces each

STAR PLAYERS

BARIK FARBLAST (v1.3)

MA	ST	AG	AV
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4	3	2	9
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Skills: Block, Hail Mary Pass, Secret Weapon, Sure Hands, Thick Skull

Plays For: Dwarf

COST: 70.000 gold pieces

BOMBER DRIBBLESNOT (v1.3)

MA	ST	AG	AV
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6	2	3	7
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Skills: Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon

Plays For: Goblin, Orc

COST: 50.000 gold pieces

COUNT LUTHOR VON DRAKENBORG (v1.3)

MA	ST	AG	AV
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6	5	4	9
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Skills: Block, Dodge, Hypnotic Gaze, Regenerate

Plays For: Human, Necromantic, Undead, Vampire Counts

COST: 360.000 gold pieces

DEEPROOT STRONGBRANCH (v1.3)

MA	ST	AG	AV
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2	7	1	10
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Skills: Block, Mighty Blow, Stand Firm, Thick Skull, Throw Team-mate

Plays For: Halfling, Wood Elf

COST: 280.000 gold pieces

FUNGUS THE LOON (v1.3)

MA	ST	AG	AV
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4	7	1	7
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Skills: Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty

Plays For: Goblin, Orc

COST: 80.000 gold pieces

GRASHNAK BLACKHOOF (v1.3)

MA	ST	AG	AV
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6	6	2	9
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Skills: Horns, Mighty Blow, Thick Skull

Plays For: Chaos, Chaos Dwarf, Norse, Nurgle

COST: 380.000 gold pieces

GRIFF OBERWALD (v1.3)

MA	ST	AG	AV
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8	4	4	8
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Skills: Block, Dodge, Leap, Sprint, Sure Feet

Plays For: Human

COST: 400.000 gold pieces

GRIM IRONJAW (v1.3)

MA	ST	AG	AV
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5	4	3	8
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Skills: Block, Dauntless, Frenzy, Mighty Blow, Thick Skull

Plays For: Dwarf

COST: 240.000 gold pieces

HAKFLEM SKUTTLESPIKE (v1.3)

MA	ST	AG	AV
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9	3	4	7
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Skills: Dodge, Extra Arms, Prehensile Tail, Two Heads

Plays For: Skaven

COST: 250.000 gold pieces

HEADSPLITTER (v1.3)

MA	ST	AG	AV
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6	6	3	9
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Skills: Mighty Blow, Prehensile Tail

Plays For: Skaven

COST: 340.000 gold pieces

HORKON HEARTRIPPER (v1.3)

MA	ST	AG	AV
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6	3	4	8
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Skills: Dodge, Leap, Poisoned Dagger, Secret Weapon, Shadowing

Plays For: Dark Elf

COST: 80.000 gold pieces

HTHARK THE UNSTOPPABLE (v1.3)

MA	ST	AG	AV
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6	6	2	10
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Skills: Block, Break Tackle, Sprint, Sure Feet, Thick Skull

Plays For: Chaos Dwarf

COST: 360.000 gold pieces

JORDELL FRESHBREEZE (v1.3)

MA	ST	AG	AV
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8	3	5	7
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Skills: Block, Diving Catch, Dodge, Leap, Side-Step

Plays For: Elf, Wood Elf

COST: 250.000 gold pieces

LORD BORAK THE DESPOILER (v1.3)

MA	ST	AG	AV
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5	5	3	9
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Skills: Block, Dirty Player, Mighty Blow

Plays For: Chaos, Nurgle

COST: 240.000 gold pieces

MIGHTY ZUG (v1.3)

MA	ST	AG	AV
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4	5	2	9
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Skills: Block, Mighty Blow

Plays For: Human

COST: 200.000 gold pieces

MORG'N'THORG (v1.3)

MA	ST	AG	AV
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6	6	3	10
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Skills: Block, Mighty Blow, Thick Skull, Throw Team-mate

Plays For: Chaos, Goblin, Human, Norse, Ogre, Orc, Nurgle

COST: 490.000 gold pieces

NOBBLA BLACKWART (v1.3)

MA	ST	AG	AV
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6	2	3	7
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Skills: Block, Dodge, Chainsaw, No Hands, Secret Weapon

Plays For: Chaos, Goblin, Ogre, Orc

COST: 50.000 gold pieces

PRINCE MORANION (v1.3)

MA	ST	AG	AV
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7	4	4	8
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Skills: Block, Dauntless

Plays For: Elf, High Elf

COST: 210.000 gold pieces

RAMTUT III (v1.3)

MA	ST	AG	AV
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5	6	2	9
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Skills: Block, Break Tackle, Mighty Blow, Regenerate

Plays For: Khemri, Necromantic, Undead

COST: 380.000 gold pieces

'RIPPER' BOLGROT (v1.3)

MA	ST	AG	AV
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4	6	1	10
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Skills: Mighty Blow, Regenerate, Throw Team-mate

Plays For: Chaos, Goblin, Orc, Nurgle

COST: 290.000 gold pieces

SCRAPPA SOREHEAD (v1.3)

MA	ST	AG	AV
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7	2	3	7
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Skills: Dodge, Leap, Right Stuff, Sprint, Sure Feet, Secret Weapon

Plays For: Chaos, Goblin, Ogre, Orc

COST: 50.000 gold pieces

SILIBILI (v1.3)

MA	ST	AG	AV
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7	4	2	9
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Skills: Block, Guard, Stand Firm

Plays For: Lizardmen

COST: 260.000 gold pieces

THRUD THE BARBARIAN (v1.3)

MA	ST	AG	AV
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6	6	2	9
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Skills: Block, Bone-head, Break Tackle, Horns, Multiple Block, Mighty Blow, Thick Skull

Plays For: Any Team

Special Rule: Roll a D6 after a Touchdown is scored or the half end. On a roll of 1-3 Thrud joins the other team. The team supported by Thrud gains +1 to their Crowd Effect modifier as long as Thrud is on the pitch. <<< Ignore any other RE-ROLLS & SPECIAL RULES that used to apply to Thrud >>>

COST: 100.000 gold pieces

UGROTH BOLGROT (v1.3)

MA	ST	AG	AV
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5	3	3	9
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Skills: Chainsaw, Secret Weapon

Plays For: Orc

COST: 50.000 gold pieces

VARAG GHOUL-CHEWER (v1.3)

MA	ST	AG	AV
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6	4	3	9
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Skills: Block, Jump Up, Mighty Blow, Pro

Plays For: Goblin or Orc

COST: 250.000 gold pieces

ZARA THE SLAYER (v1.3)

MA	ST	AG	AV
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6	4	3	8
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Skills: Block, Dauntless, Dodge, Jump Up

Plays For: Amazon, Dwarf, Human, Norse

Special: Zara's stakes count as a Poisoned Dagger against any players on Khemri, Necromantic, Undead or Vampire Count teams, and will never 'run out of poison' against players on such teams. Such is her popularity with the fans that no referee would dare to eject her from the game, so she may foul and use the stakes without being sent off for doing either. <<< Replaces old rule for stakes >>>

COST: 300.000 gold pieces